

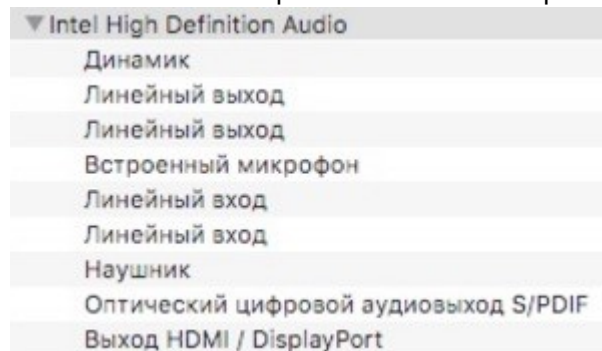
## Erledigt gtx 660 clover hdmi sound

Beitrag von „al6042“ vom 18. März 2017, 10:40

Interesting...

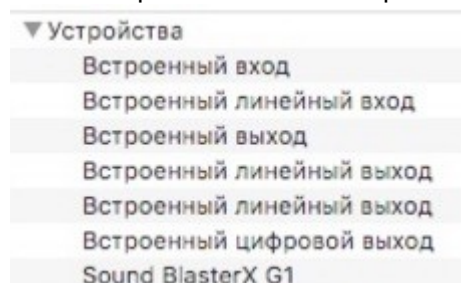
I created smaller screenshots from you big one and try to explain the situation.

This one shows the possible In- and Outputs of your Onboard Audio and Graphics solution.



That's why in this list you can see the digital S/PDIF from the Gainboard and the HDMI/DisplayPort from your Graphics

The next picture shows the ports which are actually usable:



You only see the six Built-In In-/Outputs plus your USB-based "Sound BlasterX G1".

All that infos lead to the conclusion, that either your HDMI Outlet of your GTX660 is not used or the Device on the other end of the HDMI cable doesn't have Audio capabilities.

Here are current screenshot from my system:



The first lines shows again all the possible In-/Outputs of the Onboard Audio, plus the two HDMI/Displayport Outlets (GTX770 and HD4600).



In here I have the same six Devices as you, then one HDMI (GTX770) and four In-/Outputs of the "Aureon XFire 8.0 HD" USB-Device, plus the Input of the Logitech Webcam.

In short...

Please connect a device with audio capabilities to your HDMI outlet.

If OSX shows the device in the list of actually usable In-/Outputs, then you use the connected device... 😊